

Sprint 2 Report

Sprint duration: 12 – 18 February 2025

Individual Developer Report

Developer	Individual Report
Abhinav Jha	<ul style="list-style-type: none">- Worked on classes: GameState.java; Unit.java; Player.java;- Completed user stories as planned in this sprint:<ul style="list-style-type: none">o 4 – Update mana balance for the players based on turns count- Pending user stories and resolution plan:<ul style="list-style-type: none">o 5 - Deduct mana for cards: Mana was deducted at the backend, but it took time to figure out the way to update it at backend. To resolve it, I will try adding Thread.sleep(), so it can have the time to update the frontend mana balance too.- Completed user stories that are not planned in this sprint:<ul style="list-style-type: none">o 31 – Remove enemy units from the board when their health becomes zero
He Sun	<ul style="list-style-type: none">- Worked on classes: Tile.java; GameStata.java; TileClicked.java.- Completed user stories as planned in this sprint:<ul style="list-style-type: none">o 10-Highlight tiles for unit/avatar movemento 11-Unit movement- Pending user stories and resolution plan: At first, I didn't know how to display an animation of movement, but then I found an animation class that I could use directly.- Completed user stories that are not planned in this sprint: No
Paul Smith	<ul style="list-style-type: none">- Worked on classes: EndTurnClicked.java- Completed user stories as planned in this sprint:<ul style="list-style-type: none">o 25 – Reset mana after every turn- Pending user stories and resolution plan: No- Completed user stories that are not planned in this sprint: 25 – Reset mana after every turn
Qirui Guo	<ul style="list-style-type: none">- Worked on classes: GameState.java; EndTurnClicked.java- Completed user stories as planned in this sprint:<ul style="list-style-type: none">o 17 – Move once- Pending user stories and resolution plan: 17-Move once. I was stuck in how the logic should be at first. Then through thinking, finally find a clever way: Mark the unit as moved after moving and check before every movement.- Completed user stories that are not planned in this sprint: No
Phuong Uyen Tran	<ul style="list-style-type: none">- Worked on classes: GameState.java, TileClicked.java, Player.java- Completed user stories as planned in this sprint:<ul style="list-style-type: none">o 3 – Draw three cards at the start of the gameo 7 – Place units on tileo 24 – Hand full condition- Pending user stories and resolution plan: No- Completed user stories that are not planned in this sprint: 24 – Hand full condition

Sprint 2 Review

US Name	SP	Priority	Developer	Status	Remark
Draw three cards at the start of the game	2	Should have	Uyen	Completed	
Update mana balance	2	Should have	Abhinav	Completed	
Hand full condition	1	Should have	Uyen	Completed	From Sprint 3
Placing units	1	Should have	Uyen	Completed	
Highlight tiles for unit/avatar movement	2	Should have	He Sun	Completed	
Unit movement	2	Should have	He Sun	Completed	
Move once	2	Should have	Qirui	Completed	
Reset mana after every turn	1	Should have	Paul	Completed	From Sprint 3
Remove enemy unit from board	1	Should have	Abhinav	Completed	From Sprint 3
Deduct mana for cards	1	Should have	Abhinav	To do	Move to Sprint 3
Creature unit summoned with stats	2	Should have	Paul	To do	Completed, then revisited in Sprint 3 to use mapper.

In Sprint 2, we completed 2 extra SPs from Sprint 3 and moved 3 pending SPs to Sprint 3.

Estimated SPs= 15, Actual SPs= 14

Iteration Hit Rate = $14/15 = 93\%$

Sprint 2 Conclusion:

- Sprint 2 completed with 2 user stories pushed to Sprint 3 and closed 2 user stories from Sprint 3, so we updated Sprint 3 plan to reflect these changes.
- We identified 2 new User Stories to be added to Sprint 3 and updated Sprint 3 plan to reflect these additions:
 - o Player health sync only with Avatar
 - o Placing units must check valid tiles